

SILENT SIGN-IN FOR OFFLINE GAMES

Techniques are disclosed to silently sign-in a user of an offline game title onto an online service. The user is afforded access to select online services to facilitate future online gaming. In a described implementation, a method is disclosed. The method silently signs in a user of an offline game title onto an online gaming service. As a result, the signed-in user may receive one or more online services such as an in-game notification, a friend request (e.g., inviting a user to become a friend), a cross-title game invitation, and/or data corresponding to a friends list.